Radio Shack

TRS-80

BLACKJACK
BACKGAMMON

User Instruction Manual

BLACKJACK — RULES AND INSTRUCTIONS

Blackjack or Twenty-One is a card game simulated on the **TRS-80 Microcomputer.** Standard Las Vegas rules are employed with one exception — no splitting of pairs is allowed. The game features the ability to accommodate one or two players and one or two decks of cards. In addition, should you wish to develop skill at memorizing the cards that have been played, the program will display the cards used in previous hands.

1. The program will ask "1 OR 2 PLAYERS?" To respond, merely type a 1 or a 2, then press **ENTER.**

2. The program will ask "1 OR 2 DECKS?" Again type a 1 or a 2, then press **ENTER.**

3. The next question is "NAME OF PLAYER # 1?" Respond by typing your name (up to 16 characters). Press **ENTER.**

4. If there are two players, the program will ask for the NAME OF PLAYER # 2. Respond as above.

5. The next request is "ENTER A LARGE NUMBER". Respond by typing any number between 0 and **999999999999999** and press **ENTER.** Four or five digits are sufficient. This initializes the random number generator that shuffles the cards.

6. The program asks for your bet. Enter any positive number, then press **ENTER.** Although the program will accept negative numbers, they only serve to defeat the object of the game.

7. Now the program will deal two cards per player and two cards to the dealer — which is the computer's role in the game. One of the dealer's cards is face down.

8. Player # 1 now may choose one of 4 options.

   a) HIT — type a 1 and press ENTER to receive another card. If
      the total is now greater than 21, the word BUSTED appears
      next to his hand and player # 2 gets to choose an option.
      Otherwise, player # 1 has another turn to choose one of four
      options.

   b) STAND — type a 2 and press ENTER. This will pass the turn
      to the next player or to the dealer.

   c) DOUBLE — type a 3 and press ENTER. This is only valid
      when a player has two cards. If a player has more than two
      cards and tries to double, the computer will not accept it.
      When a player doubles, the bet is multiplied by two and one
      more card is dealt. Play then passes to the next player or
      to the dealer.

   d) REVIEW CARDS — type a 4 and press ENTER. This will
      set up a chart on the screen with the suits displayed across
      the top and the values Ace through King, on the side. Then
      dots on the screen will be turned on, signifying the cards
      which have been played up to the beginning of the current
      hand. In the case of two decks, two dots side by side in-
      dicate that both cards have been used. If the deck was re-
      shuffled immediately before or during the current hand, the
      message "DECK JUST SHUFFLED" will appear at the top
      of the screen and you must choose a different option. The
      dots will remain on the screen for less than two seconds when
      the current hand will be redrawn and play will continue as
      usual. To hold the dots on the screen, simply hold down the
      space bar; this will stop the computer and let you study the
      screen.

9. After both players have taken their turns, and if at least one of
   them is not busted, the computer will draw to 16 and stand on
   17 or more.

10. If a player has a "natural" (21 with just two cards), the dealer
    pays one and a half times the bet unless the dealer also has a
    natural — this results in a push or tie with the dealer and no
    "money" changes hands.

11. If the dealer is showing an ace, you have an opportunity to buy insurance. The program will ask "INSURANCE? 1 = YES, 2 = NO". Respond with a 1 or a 2 then press ENTER. If you buy insurance and the dealer has a blackjack, you do not lose anything (your insurance or your bet). If the dealer does not have a blackjack, your lose an amount equal to half your bet. If you refuse insurance, play continues as usual.

12. At the end of each hand the screen will display the amount you have won or lost.

BACKGAMMON — INSTRUCTIONS

Radio Shack Backgammon is a two player game played just like the board game. If you don't know the rules, you can pick up a copy at any bookstore or you can play the computer game a couple of times and the rules will become obvious. The computer will not let you make an invalid move.

The game begins when the computer asks "NAME OF PLAYER # 1?" Reply by typing your name (up to 16 characters). Then it asks the name of player No. 2. Type in the second name.

"ENTER A LARGE NUMBER" is displayed. Reply by entering a number between 0 and 999999999. Four or five digits are sufficient; this helps to initialize the random number generator which "rolls the dice". Then the computer shows the players what their pieces look like. "TYPE 1 WHEN READY" appears on the screen. Type a 1 then press ENTER and the game begins.

Player No. 1 moves clockwise from the top left corner of the screen and plays with solid pieces or pips. Player No. 2 moves counterclockwise from the bottom left corner and plays with striped pips.

One of the players is randomly chosen to roll the dice first. As the instructions indicate, type a 1 to roll the dice, type a 2 to redraw the board (entry errors may destroy part of the board, so it may be redrawn with this option), and type a 3 to start a new game (if a player resigns, this option will quickly set up a new game).

Once the "dice" are rolled, the computer will print that roll at the top of the screen. It will then ask "FROM?" to which you reply with the point number from which you want to move. If you enter a valid "from" position, the computer will ask "TO?"; reply with the point number you wish to move to. If you enter a valid "to" point, the computer will move the pip and ask for the next "from" point to complete your turn. Notice that it is not legal to move the sum of both dice in one step. For example, if you roll a 3 and 1 and you wish to move from your 8 point to your 4 point — you must move in two steps. First move from 8 point to the 5 point (or 8 to 7) then from 5 to 4 (or 7 to 4).

If you roll doubles, you receive four moves instead of the usual two. If you are unable to move, the computer prints the message "YOU CAN'T MOVE" and skips your turn. When entering from the bar, the computer automatically prints "FROM BAR TO — —?" since you cannot move until the bar is clean.

Once all your pips are on the inner table (points 1 through 6 for player No. 1 and points 19 through 24 for player No. 2) you may begin bearing off. Do this by typing OFF in response to the question "TO?". You can only bear off on exact rolls unless the roll is higher than your highest numbered pips. For example, if you roll a 6 and 2, you may go FROM — — 2 TO — — OFF and FROM — — 6 TO — — OFF. If you don't have any pips on your 6 point, you may go FROM — — 5 TO — — OFF.

You may substitute the letter "O" or the number "99" for the word OFF if desired.